```
1 /*
 2 Display.cpp - A simple track GPS to SD card logger. Display module.
 3 TinyTrackGPS v0.11
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23
24 */
25
26 #include "Display.h"
27
28 Display::Display(Display Type t): screen(t){
29
       //if ( screen == SDD1306 128X64) {
           _width = 16;
30
           _height = (_screen > 0) ? 2 : 8;
31
           //_offset = 0;
32
33
       //} else if ( screen == LCD 16X2 || screen == LCD 16X2 I2C){
34
       //
             _width = 16;
             _{height} = 2;
35
       //
           //_offset = 0;
36
37
       //}
38 }
39
40 void Display::start(){
       // if (\_screen == LCD\_16X2 \mid | \_screen == LCD\_16X2\_I2C){
41
42
           #if defined(DISPLAY_TYPE_LCD_16X2)
43
           lcd = new LiquidCrystal(LCD RS, LCD ENABLE, LCD D0, LCD D1, LCD D2, LCD D3);
           lcd->begin(_width, _height);
44
45
           #elif defined(DISPLAY_TYPE_LCD_16X2_I2C)
46
           lcd = new LiquidCrystal_I2C(I2C,_width,_height);
47
           lcd->init();
           lcd->backlight();
48
           #endif
49
50
51
           #if defined(DISPLAY_TYPE_LCD_16X2) || defined(DISPLAY_TYPE_LCD_16X2_I2C)
52
           // DEFINICION DE CARACTERES PERSONALIZADOS
           static byte alt[8] = { 0x04, 0x0E, 0x1F, 0x04, 0x04, 0x04, 0x04, 0x04, 0x04 };
53
           static byte ant[8] = { 0x0E, 0x11, 0x15, 0x11, 0x04, 0x04, 0x0E, 0x00 };
54
           static byte sd[8] = \{ 0x0E, 0x11, 0x1F, 0x00, 0x00, 0x17, 0x15, 0x1D \};
55
56
           static byte hourglass_0[8] = { 0x1F, 0x0E, 0x0E, 0x04, 0x04, 0x0A, 0x0A,
   0x1F };
           static byte hourglass_1[8] = { 0x1F, 0x0A, 0x0E, 0x04, 0x04, 0x0A, 0x0A,
57
   0x1F };
```

```
58
                                       static byte hourglass_2[8] = { 0 \times 1F, 0 \times 0A, 0 \times 0E, 0 \times 0A, 0 \times 0A, 0 \times 0A, 0 \times 0E,
             0x1F };
                                       static byte hourglass 3[8] = \{ 0x1F, 0x0A, 0x0A, 0x04, 0x04, 0x0A, 0x0E, 0x0
   59
             0x1F };
                                      static byte hourglass_4[8] = \{ 0x1F, 0x0A, 0x0A, 0x04, 0x04, 0x0E, 0x0
   60
             0x1F };
                                      lcd->createChar(0, hourglass_0);
   61
                                      lcd->createChar(1, hourglass_1);
   62
                                       lcd->createChar(2, hourglass_2);
   63
                                      lcd->createChar(3, hourglass_3);
   64
                                      lcd->createChar(4, hourglass_4);
   65
                                      lcd->createChar(5, alt);
   66
                                      lcd->createChar(6, ant);
   67
                                      lcd->createChar(7, sd);
   68
                                      #endif
   69
                          //}
   70
   71
   72
                          //if (_screen == SDD1306_128X64) {
   73
                                      #if defined(DISPLAY_TYPE_SDD1306_128X64)
                                      u8x8_SSD1306 = new U8X8_SSD1306_128X64_NONAME_HW_I2C(U8X8_PIN_NONE, SCL,
   74
             SDA);
   75
                                      u8x8_SSD1306->begin();
   76
                                      u8x8_SSD1306->setFont(u8x8_font_7x14B_1x2_r);
   77
                                      #endif
   78
                          //}
   79
                          #if defined(DISPLAY_TYPE_SDD1306_128X64_lcdgfx)
                          display = new DisplaySSD1306_128x64_I2C(-1);
   80
   81
                          display->begin();
   82
                          //display->setFixedFont(ssd1306xled font8x16);
   83
                          //display->setFixedFont(ssd1306xled_font6x8);
   84
                          display->setFixedFont(TinyTrackGPS font8x16);
   85
                          this->clr();
                          #endif
   86
   87
   88
   89
            void Display::clr(){
   90
                          //if (_screen == LCD_16X2 || _screen == LCD_16X2_I2C) {
                                      #if defined(DISPLAY_TYPE_LCD_16X2) || defined(DISPLAY_TYPE_LCD_16X2_I2C)
   91
   92
                                      lcd->clear();
                                      #endif
   93
   94
                         //}
                          //else if (_screen == SDD1306_128X64) {
   95
                                      #if defined(DISPLAY_TYPE_SDD1306_128X64)
   96
   97
                                      u8x8 SSD1306->clear();
                                      #endif
   98
  99
                          //}
100
                                      #if defined(DISPLAY_TYPE_SDD1306_128X64_lcdgfx)
101
                                      display->clear();
102
                                      #endif
103 }
104
            void Display::print(int vertical, int horizontal, const char text[]){
105
106
                          //if (_screen == LCD_16X2 || _screen == LCD_16X2_I2C) {
107
                                      #if defined(DISPLAY_TYPE_LCD_16X2) || defined(DISPLAY_TYPE_LCD_16X2_I2C)
                                      lcd->setCursor(vertical, horizontal);
108
109
                                      this->print(text);
                                      #endif
110
111
                          //else if (_screen == SDD1306_128X64) {
112
113
                                      #if defined(DISPLAY_TYPE_SDD1306_128X64)
```

```
//u8x8 SSD1306->drawString(vertical, (horizontal*2),text);
114
115
            u8x8_SSD1306->setCursor(vertical, (horizontal*2));
            this->print(text);
116
117
            #endif
        //}
118
119
        #if defined(DISPLAY TYPE SDD1306 128X64 lcdgfx)
120
            display->setTextCursor((vertical*8),(horizontal*16));
121
            this->print(text);
            //display->printFixed((vertical*8),(horizontal*16),text);
122
123
        #endif
124 | }
125
126 void Display::print(int line, const char text[]){
127
        byte pos = width -(strlen(text));
        pos = (pos >> 1);
128
129
        this->print((int)pos, line, text);
130 }
131
132 void Display::print(const char text[]){
133
        //if ( screen == LCD 16X2 | | screen == LCD 16X2 I2C) {
        #if defined(DISPLAY_TYPE_LCD_16X2) || defined(DISPLAY_TYPE_LCD_16X2_I2C)
134
135
        lcd->print(text);
136
        #endif
137
        //}
138
        //else if (_screen == SDD1306_128X64) {
139
        #if defined(DISPLAY_TYPE_SDD1306_128X64)
        u8x8 SSD1306->print(text);
140
141
        u8x8_SSD1306->flush();
142
        #endif
143
        //}
144
        #if defined(DISPLAY_TYPE_SDD1306_128X64_lcdgfx)
145
        display->write(text);
        #endif
146
147 | }
148
149 void Display::print(const char text1[], const char text2[]){
150
        //if (_screen == LCD_16X2 || _screen == LCD_16X2_I2C) {
            this->print((_screen > 0)?0:1, text1);
151
            this->print((_screen > 0)?1:2, text2);
152
153
        //}
154
        //else if ( screen == SDD1306 128X64) {
        //
              this->print(1, text1);
155
156
        //
              this->print(2, text2);
157
        //}
158 }
159
160 void Display::print(const char text1[], const char text2[], const char text3[]){
        #if defined(DISPLAY_TYPE_LCD_16X2) || defined(DISPLAY_TYPE_LCD_16X2_I2C)
161
        //if (_screen == LCD_16X2 || _screen == LCD_16X2_I2C) {
162
            this->print(text1, text2);
163
164
            delay(750);
            //for (unsigned long start = millis(); millis() - start < 750;) {}</pre>
165
166
            //unsigned long start = millis();
167
            //do {} while (millis() - start < 750);</pre>
168
            this->clr();
169
170
            this->print(0,text3);
        //}
171
        #endif
172
```

```
173
        #if defined(DISPLAY TYPE SDD1306 128X64) |
    defined(DISPLAY_TYPE_SDD1306_128X64_lcdgfx)
        //else if ( screen == SDD1306 128X64) {
174
175
            this->print(0, text1);
176
            this->print(1, text2);
            this->print(2, text3);
177
178
        //}
        #endif
179
180 }
181
182 void Display::print(const char text1[], const char text2[], const char text3[],
    const char text4[]){
        #if defined(DISPLAY TYPE LCD 16X2) || defined(DISPLAY TYPE LCD 16X2 I2C)
183
184
        this->print(text1,text2);
        delay(750);
185
        this->print(text3,text4);
186
187
        #endif
        #if defined(DISPLAY_TYPE_SDD1306_128X64) ||
188
    defined(DISPLAY_TYPE_SDD1306_128X64_lcdgfx)
        this->print(0, text1);
189
        this->print(1, text2);
190
191
        this->print(2, text3);
192
        this->print(3, text4);
193
        #endif
194 | }
195
196 void Display::wait_anin(unsigned int t){
        //if (_screen == LCD_16X2 || _screen == LCD_16X2_I2C) {
197
198
            #if defined(DISPLAY TYPE LCD 16X2) || defined(DISPLAY TYPE LCD 16X2 I2C)
199
            lcd->setCursor(15,1);
200
            lcd->write((byte)t%5);
            #endif
201
        //}
202
        //else if ( screen == SDD1306 128X64) {
203
            #if defined(DISPLAY TYPE SDD1306 128X64)
204
205
206
            const char p[4] = \{(char)47, (char)45, (char)92, (char)124\};
            u8x8_SSD1306->setCursor((_width-1),6);
207
            u8x8_SSD1306->print(p[t%4]);
208
209
210
            static uint8_t hourglass_UP[5][8] = {
211
    0x01,0x1f,0x7f,0xff,0xff,0x7f,0x1f,0x01,
                                             0x01,0x1f,0x7d,0xf9,0xf9,0x7d,0x1f,0x01,
212
213
                                             0x01,0x1f,0x79,0xf1,0xf1,0x79,0x1f,0x01,
214
                                             0x01,0x1f,0x71,0xe1,0xe1,0x71,0x1f,0x01,
                                             0x01,0x1f,0x61,0x81,0x81,0x61,0x1f,0x01
215
216
                                             };
217
218
            static uint8 t hourglass DOWN[5][8] =
    {0x80,0xf8,0x86,0x81,0x81,0x86,0xf8,0x80,
219
                                             0x80,0xf8,0xc6,0xe1,0xe1,0xc6,0xf8,0x80,
220
                                             0x80,0xf8,0xe6,0xf1,0xf1,0xe6,0xf8,0x80,
221
                                             0x80,0xf8,0xfe,0xf9,0xf9,0xfe,0xf8,0x80,
                                             0x80,0xf8,0xfe,0xff,0xff,0xfe,0xf8,0x80
222
223
                                             };
            u8x8_SSD1306->drawTile((_width-1), 6, 1, hourglass_UP[t%5]);
224
            u8x8_SSD1306->drawTile((_width-1), 7, 1, hourglass_DOWN[t%5]);
225
            */
226
227
            #endif
```

```
//}
228
229
        #if defined(DISPLAY_TYPE_SDD1306_128X64_lcdgfx)
            //const char p[5] = {(char)58, (char)59, (char)60, (char)61, (char)62};
230
231
            display->setTextCursor(120,48);
232
            display->printChar((char)(t%5)+58);
233
234
            //display->drawWindow(0,0,0,0,"GPS Signal",true);
            //display->drawProgressBar( t%100 );
235
236
            //display->setTextCursor(( width-1)*8,48);
237
238
            //display->printChar('-');
239
        #endif
240 }
241
242 void Display::print_PChar(byte c) {
        //if (_screen == LCD_16X2 || _screen == LCD_16X2_I2C) {
243
244
        #if defined(DISPLAY_TYPE_LCD_16X2) || defined(DISPLAY_TYPE_LCD_16X2_I2C)
245
        lcd->write(c);
246
       #endif
247
       //}
        //else if (_screen == SDD1306_128X64) {
248
249
        #if defined(DISPLAY_TYPE_SDD1306_128X64)
250
251
        static uint8_t PChar_UP[3][8] = { 0x30,0x38,0x3c,0xff,0xff,0x3c,0x38,0x30,
252
                                        0x3c,0x02,0x01,0xd9,0xd9,0x01,0x02,0x3c,
253
                                        0x78,0x7c,0x6e,0x66,0x66,0x6e,0x7c,0x78
254
        255
256
                                        0x00,0xc0,0xe0,0xff,0xff,0xe0,0xc0,0x00,
257
                                        0x7c,0xfc,0xc0,0xf8,0x7c,0x0c,0xfc,0xf8
258
                                        };
259
        //char tile;
260
        if (c == 5) {
            //\text{tile} = (\text{char})0x18;
261
            u8x8 SSD1306->drawTile(9, 2, 1, PChar UP[0]);
262
            u8x8 SSD1306->drawTile(9, 3, 1, PChar DOWN[0]);
263
264
            //u8x8_SSD1306->setCursor(9, 2);
        }
265
        else if (c == 6) {
266
267
            //tile = (char)0x7f;
268
            u8x8 SSD1306->drawTile(11, 0, 1, PChar UP[1]);
            u8x8_SSD1306->drawTile(11, 1, 1, PChar_DOWN[1]);
269
270
            //u8x8_SSD1306->setCursor(11, 0);
271
        }
272
        else if (c == 7) {
273
            //tile = (char)0xda;
            u8x8_SSD1306->drawTile(15, 0, 1, PChar_UP[2]);
274
275
            u8x8_SSD1306->drawTile(15, 1, 1, PChar_DOWN[2]);
276
            //u8x8 SSD1306->setCursor(15, 0);
277
        }
        //u8x8_SSD1306->print(tile);
278
        #endif
279
280
        //}
281
        #if defined(DISPLAY_TYPE_SDD1306_128X64_lcdgfx)
            //const char p[3] = {(char)94, (char)95, (char)96};
282
283
            switch (c) {
284
            case '5':
285
286
                display->setTextCursor(72,32);
287
                break;
```

```
288
            case '6':
289
                display->setTextCursor(88,0);
290
            case '7':
291
                display->setTextCursor(120,0);
292
293
294
            */
295
            /*
296
297
            if( c == 5) {
298
                display->setTextCursor(72,32);
299
                //display->printChar(p[0]);
300
            }
301
            else if( c == 6) {
302
                display->setTextCursor(88,0);
303
                //display->printChar(p[1]);
304
            }
            else if( c == 7) {
305
306
                display->setTextCursor(120,0);
307
                //display->printChar(p[2]);
308
309
            */
310
            //#ifndef LGT8F
            display->printChar((char)(c+86));
311
312
            //#endif
313
        #endif
314 }
315
316 void Display::DrawLogo() {
        #if defined(DISPLAY_TYPE_SDD1306_128X64_lcdgfx)
317
318
        display->drawBitmap1(0,16,128,32,Logo);
        #endif
319
320 }
321
322 #if defined(DISPLAY TYPE SDD1306 128X64 lcdgfx)
323 const PROGMEM uint8 t TinyTrackGPS font8x16[] = {
324
        0x00, // 0x00 means fixed font type - the only supported by the library
325
        0x08, // 0x08 = 8 - font width in pixels
        0x10, // 0x10 = 16 - font height in pixels
326
        0x2d, // Start char.
327
328
        // Chars numbers and signs.
329
        0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x01, 0x01, 0x01, 0x01,
    0x01, 0x01, 0x01, // - 45
        0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x30, 0x30, 0x00, 0x00,
330
    0x00, 0x00, 0x00, // . 46
        0x40, 0x40, 0x40, 0x40, 0x40, 0x40, 0x40, 0x00, 0x04, 0x04, 0x04, 0x04, 0x04,
331
    0 \times 04, 0 \times 04, 0 \times 00, // '/' -> '= ' 47
        0x00, 0xE0, 0x10, 0x08, 0x08, 0x10, 0xE0, 0x00, 0x00, 0x0F, 0x10, 0x20, 0x20,
332
    0x10, 0x0F, 0x00, // 0 48
333
        0x00, 0x10, 0x10, 0xF8, 0x00, 0x00, 0x00, 0x00, 0x00, 0x20, 0x20, 0x3F, 0x20,
    0x20, 0x00, 0x00, // 1 49
        0x00, 0x70, 0x08, 0x08, 0x08, 0x88, 0x70, 0x00, 0x00, 0x30, 0x28, 0x24, 0x22,
334
    0x21, 0x30, 0x00, // 2 50
335
        0x00, 0x30, 0x08, 0x88, 0x88, 0x48, 0x30, 0x00, 0x00, 0x18, 0x20, 0x20, 0x20,
    0x11, 0x0E, 0x00, // 3 51
336
        0x00, 0x00, 0xC0, 0x20, 0x10, 0xF8, 0x00, 0x00, 0x00, 0x07, 0x04, 0x24, 0x24,
    0x3F, 0x24, 0x00, // 4 52
        0x00, 0xF8, 0x08, 0x88, 0x88, 0x08, 0x08, 0x00, 0x00, 0x19, 0x21, 0x20, 0x20,
337
    0x11, 0x0E, 0x00, // 5 53
```

```
338
        0x00, 0xE0, 0x10, 0x88, 0x88, 0x18, 0x00, 0x00, 0x00, 0x0F, 0x11, 0x20, 0x20,
    0x11, 0x0E, 0x00, // 6 54
        0x00, 0x38, 0x08, 0x08, 0xC8, 0x38, 0x08, 0x00, 0x00, 0x00, 0x00, 0x3F, 0x00,
339
    0x00, 0x00, 0x00, // 7 55
        0x00, 0x70, 0x88, 0x08, 0x08, 0x88, 0x70, 0x00, 0x00, 0x1C, 0x22, 0x21, 0x21,
340
    0x22, 0x1C, 0x00, // 8 56
341
        0x00, 0xE0, 0x10, 0x08, 0x08, 0x10, 0xE0, 0x00, 0x00, 0x00, 0x31, 0x22, 0x22,
    0x11, 0x0F, 0x00, // 9 57
342
        // Chars for wait animation.
        0x01, 0x1f, 0x7f, 0xff, 0xff, 0x7f, 0x1f, 0x01, 0x80, 0xf8, 0x86, 0x81, 0x81,
343
    0x86, 0xf8, 0x80, // ':'->wait1 58
        0x01, 0x1f, 0x7d, 0xf9, 0xf9, 0x7d, 0x1f, 0x01, 0x80, 0xf8, 0xc6, 0xe1, 0xe1,
344
    0xc6, 0xf8, 0x80, // ';'->wait2 59
345
        0x01, 0x1f, 0x79, 0xf1, 0xf1, 0x79, 0x1f, 0x01, 0x80, 0xf8, 0xe6, 0xf1, 0xf1,
    0xe6, 0xf8, 0x80, // '<'->wait3 60
        0x01, 0x1f, 0x71, 0xe1, 0xe1, 0x71, 0x1f, 0x01, 0x80, 0xf8, 0xfe, 0xf9, 0xf9,
346
    0xfe, 0xf8, 0x80, // '='->wait4 61
        0x01, 0x1f, 0x61, 0x81, 0x81, 0x61, 0x1f, 0x01, 0x80, 0xf8, 0xfe, 0xff, 0xff,
347
    0xfe, 0xf8, 0x80, // '>'->wait5 62
        // Chars for display space (' ') and 'm' char.
348
        0x00, 0x00,
349
   0x00, 0x00, 0x00, // ? -> ' ' 63
350
        0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x00, 0x20, 0x3F, 0x20, 0x00, 0x3F,
    0x20, 0x00, 0x3F, // @ -> 'm' 64
        // Letters chars for UTM Zone.
351
        0x00, 0x00, 0xC0, 0x38, 0xE0, 0x00, 0x00, 0x00, 0x20, 0x3C, 0x23, 0x02, 0x02,
    0x27, 0x38, 0x20, // A 33
        0x08, 0xF8, 0x88, 0x88, 0x70, 0x00, 0x00, 0x20, 0x3F, 0x20, 0x20, 0x20,
353
    0x11, 0x0E, 0x00, // B 34
354
        0xC0, 0x30, 0x08, 0x08, 0x08, 0x08, 0x38, 0x00, 0x07, 0x18, 0x20, 0x20, 0x20,
    0x10, 0x08, 0x00, // C 35
        0x08, 0xF8, 0x08, 0x08, 0x08, 0x10, 0xE0, 0x00, 0x20, 0x3F, 0x20, 0x20, 0x20,
    0x10, 0x0F, 0x00, // D 36
        0x08, 0xF8, 0x88, 0x88, 0xE8, 0x08, 0x10, 0x00, 0x20, 0x3F, 0x20, 0x20, 0x23,
356
    0x20, 0x18, 0x00, // E 37
        0x08, 0xF8, 0x88, 0x88, 0xE8, 0x08, 0x10, 0x00, 0x20, 0x3F, 0x20, 0x00, 0x03,
357
    0x00, 0x00, 0x00, // F 38
        0xC0, 0x30, 0x08, 0x08, 0x08, 0x38, 0x00, 0x00, 0x07, 0x18, 0x20, 0x20, 0x22,
358
    0x1E, 0x02, 0x00, // G 39
        0x08, 0xF8, 0x08, 0x00, 0x00, 0x08, 0xF8, 0x08, 0x20, 0x3F, 0x21, 0x01, 0x01,
359
    0x21, 0x3F, 0x20, // H 40
        0x00, 0x08, 0x08, 0xF8, 0x08, 0x08, 0x00, 0x00, 0x00, 0x20, 0x20, 0x3F, 0x20,
360
    0x20, 0x00, 0x00, // I 41
        0x00, 0x00, 0x08, 0x08, 0xF8, 0x08, 0x08, 0x00, 0xC0, 0x80, 0x80, 0x80, 0x7F,
361
    0x00, 0x00, 0x00, // J 42
        0x08, 0xF8, 0x88, 0xC0, 0x28, 0x18, 0x08, 0x00, 0x20, 0x3F, 0x20, 0x01, 0x26,
362
    0x38, 0x20, 0x00, // K 43
        0x08, 0xF8, 0x08, 0x00, 0x00, 0x00, 0x00, 0x00, 0x20, 0x3F, 0x20, 0x20, 0x20,
363
    0x20, 0x30, 0x00, // L 44
        0x08, 0xF8, 0xF8, 0x00, 0xF8, 0xF8, 0x08, 0x00, 0x20, 0x3F, 0x00, 0x3F, 0x00,
364
    0x3F, 0x20, 0x00, // M 45
        0x08, 0xF8, 0x30, 0xC0, 0x00, 0x08, 0xF8, 0x08, 0x20, 0x3F, 0x20, 0x00, 0x07,
365
    0x18, 0x3F, 0x00, // N 46
366
        0xE0, 0x10, 0x08, 0x08, 0x08, 0x10, 0xE0, 0x00, 0x0F, 0x10, 0x20, 0x20, 0x20,
    0x10, 0x0F, 0x00, // 0 47
367
        0x08, 0xF8, 0x08, 0x08, 0x08, 0x08, 0xF0, 0x00, 0x20, 0x3F, 0x21, 0x01, 0x01,
    0x01, 0x00, 0x00, // P 48
        0xE0, 0x10, 0x08, 0x08, 0x08, 0x10, 0xE0, 0x00, 0x0F, 0x18, 0x24, 0x24, 0x38,
368
    0x50, 0x4F, 0x00, // Q 49
```

```
0x08, 0xF8, 0x88, 0x88, 0x88, 0x88, 0x70, 0x00, 0x20, 0x3F, 0x20, 0x00, 0x03,
369
    0x0C, 0x30, 0x20, // R 50
        0x00, 0x70, 0x88, 0x08, 0x08, 0x08, 0x38, 0x00, 0x00, 0x38, 0x20, 0x21, 0x21,
370
    0x22, 0x1C, 0x00, // S 51
371
        0x18, 0x08, 0x08, 0xF8, 0x08, 0x08, 0x18, 0x00, 0x00, 0x00, 0x20, 0x3F, 0x20,
    0x00, 0x00, 0x00, // T 52
        0x08, 0xF8, 0x08, 0x00, 0x00, 0x08, 0xF8, 0x08, 0x00, 0x1F, 0x20, 0x20, 0x20,
372
    0x20, 0x1F, 0x00, // U 53
        0x08, 0x78, 0x88, 0x00, 0x00, 0xC8, 0x38, 0x08, 0x00, 0x00, 0x07, 0x38, 0x0E,
373
    0x01, 0x00, 0x00, // V 54
        0xF8, 0x08, 0x00, 0xF8, 0x00, 0x08, 0xF8, 0x00, 0x03, 0x3C, 0x07, 0x00, 0x07,
374
    0x3C, 0x03, 0x00, // W 55
375
        0x08, 0x18, 0x68, 0x80, 0x80, 0x68, 0x18, 0x08, 0x20, 0x30, 0x2C, 0x03, 0x03,
    0x2C, 0x30, 0x20, // X 56
        0x08, 0x38, 0xC8, 0x00, 0xC8, 0x38, 0x08, 0x00, 0x00, 0x00, 0x20, 0x3F, 0x20,
376
    0x00, 0x00, 0x00, // Y 57
        0x10, 0x08, 0x08, 0x08, 0xC8, 0x38, 0x08, 0x00, 0x20, 0x38, 0x26, 0x21, 0x20,
377
    0x20, 0x18, 0x00, // Z 58
378
        // Personalized simbols for display info.
379
        0x30, 0x38, 0x3c, 0xff, 0xff, 0x3c, 0x38, 0x30, 0x00, 0x00, 0x00, 0xff, 0xff,
    0x00, 0x00, 0x00, // '['->altitud 91
380
        0x3c, 0x02, 0x01, 0xd9, 0xd9, 0x01, 0x02, 0x3c, 0x00, 0xc0, 0xe0, 0xff, 0xff,
    0xe0, 0xc0, 0x00, // '\'->antena 92
        0x78, 0x7c, 0x6e, 0x66, 0x6e, 0x7c, 0x78, 0x7c, 0xfc, 0xc0, 0xf8, 0x7c,
381
    0x0c, 0xfc, 0xf8, // ']'->sd 93
        /* Unused letters
382
        0x00, 0x00, 0x80, 0x80, 0x80, 0x80, 0x00, 0x00, 0x00, 0x19, 0x24, 0x22, 0x22,
383
    0x22, 0x3F, 0x20, // a 65
        0x08, 0xF8, 0x00, 0x80, 0x80, 0x00, 0x00, 0x00, 0x00, 0x3F, 0x11, 0x20, 0x20,
384
    0x11, 0x0E, 0x00, // b 66
385
        0x00, 0x00, 0x00, 0x80, 0x80, 0x80, 0x00, 0x00, 0x00, 0x0E, 0x11, 0x20, 0x20,
    0x20, 0x11, 0x00, // c 67
        0x00, 0x00, 0x00, 0x80, 0x80, 0x88, 0xF8, 0x00, 0x00, 0x0E, 0x11, 0x20, 0x20,
386
    0x10, 0x3F, 0x20, // d 68
        0x00, 0x00, 0x80, 0x80, 0x80, 0x80, 0x00, 0x00, 0x00, 0x1F, 0x22, 0x22, 0x22,
387
    0x22, 0x13, 0x00, // e 69
388
        0x00, 0x80, 0x80, 0xF0, 0x88, 0x88, 0x88, 0x18, 0x00, 0x20, 0x20, 0x3F, 0x20,
    0x20, 0x00, 0x00, // f 70
        0x00, 0x00, 0x80, 0x80, 0x80, 0x80, 0x80, 0x00, 0x00, 0x6B, 0x94, 0x94, 0x94,
389
    0x93, 0x60, 0x00, // g 71
390
        0x08, 0xF8, 0x00, 0x80, 0x80, 0x80, 0x00, 0x00, 0x20, 0x3F, 0x21, 0x00, 0x00,
    0x20, 0x3F, 0x20, // h 72
391
        0x00, 0x80, 0x98, 0x98, 0x00, 0x00, 0x00, 0x00, 0x00, 0x20, 0x20, 0x3F, 0x20,
    0x20, 0x00, 0x00, // i 73
        0x00, 0x00, 0x00, 0x80, 0x98, 0x98, 0x00, 0x00, 0x00, 0xC0, 0x80, 0x80, 0x80,
392
    0x7F, 0x00, 0x00, // j 74
        0x08, 0xF8, 0x00, 0x00, 0x80, 0x80, 0x80, 0x00, 0x20, 0x3F, 0x24, 0x02, 0x2D,
393
    0x30, 0x20, 0x00, // k 75
        0x00, 0x08, 0x08, 0xF8, 0x00, 0x00, 0x00, 0x00, 0x00, 0x20, 0x20, 0x3F, 0x20,
394
    0x20, 0x00, 0x00, // 1 76
        0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x00, 0x20, 0x3F, 0x20, 0x00, 0x3F,
395
    0x20, 0x00, 0x3F, // m 77
        0x80, 0x80, 0x00, 0x80, 0x80, 0x80, 0x00, 0x00, 0x20, 0x3F, 0x21, 0x00, 0x00,
396
    0x20, 0x3F, 0x20, // n 78
397
        0x00, 0x00, 0x80, 0x80, 0x80, 0x80, 0x00, 0x00, 0x00, 0x1F, 0x20, 0x20, 0x20,
    0x20, 0x1F, 0x00, // o 79
        0x80, 0x80, 0x00, 0x80, 0x80, 0x00, 0x00, 0x00, 0x80, 0xFF, 0xA1, 0x20, 0x20,
398
    0x11, 0x0E, 0x00, // p 80
        0x00, 0x00, 0x00, 0x80, 0x80, 0x80, 0x80, 0x00, 0x00, 0x0E, 0x11, 0x20, 0x20,
399
    0xA0, 0xFF, 0x80, // q 81
```

```
0x80, 0x80, 0x80, 0x00, 0x80, 0x80, 0x80, 0x00, 0x20, 0x20, 0x3F, 0x21, 0x20,
400
    0x00, 0x01, 0x00, // r 82
        0x00, 0x00, 0x80, 0x80, 0x80, 0x80, 0x80, 0x00, 0x00, 0x33, 0x24, 0x24, 0x24,
401
    0x24, 0x19, 0x00, // s 83
402
        0x00, 0x80, 0x80, 0xE0, 0x80, 0x80, 0x00, 0x00, 0x00, 0x00, 0x00, 0x1F, 0x20,
    0x20, 0x00, 0x00, // t 84
403
        0x80, 0x80, 0x00, 0x00, 0x00, 0x80, 0x80, 0x00, 0x00, 0x1F, 0x20, 0x20, 0x20,
    0x10, 0x3F, 0x20, // u 85
404
        0x80, 0x80, 0x80, 0x00, 0x00, 0x80, 0x80, 0x80, 0x00, 0x01, 0x0E, 0x30, 0x08,
    0x06, 0x01, 0x00, // v 86
        0x80, 0x80, 0x00, 0x80, 0x00, 0x80, 0x80, 0x80, 0x0F, 0x30, 0x0C, 0x03, 0x0C,
405
    0x30, 0x0F, 0x00, // w 87
406
        0x00, 0x80, 0x80, 0x00, 0x80, 0x80, 0x80, 0x00, 0x00, 0x20, 0x31, 0x2E, 0x0E,
    0x31, 0x20, 0x00, // x 88
        0x80, 0x80, 0x80, 0x00, 0x00, 0x80, 0x80, 0x80, 0x80, 0x81, 0x8E, 0x70, 0x18,
407
    0x06, 0x01, 0x00, // y 89
408
        0x00, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x00, 0x00, 0x21, 0x30, 0x2C, 0x22,
    0x21, 0x30, 0x00, // z 90
409 | */
410 };
411
412 | / / - - - - -
413 // File generated by LCD Assistant
414 // http://en.radzio.dxp.pl/bitmap converter/
415 //-----
416
417 const PROGMEM uint8 t Logo[] = {
418 /* TinyTrackGPS V0.10.4
419 0x00, 0x00, 0x80, 0xC0, 0x60, 0x10, 0x98, 0x4C, 0x64, 0x26, 0x12, 0x12, 0x0B, 0x09,
    0x09, 0x49,
420 0x49, 0x09, 0x09, 0x0B, 0x12, 0x12, 0x26, 0x64, 0x48, 0x98, 0x10, 0x60, 0xC0, 0x00,
    0x00, 0x00,
421 0x00, 0x00, 0x00, 0x18, 0x08, 0xF8, 0x08, 0x08, 0x00, 0x00, 0x00, 0x00, 0xE8, 0x00,
    0x00, 0x00,
422 0x00, 0x00, 0xE0, 0x20, 0x20, 0xE0, 0x00, 0x00, 0x00, 0x20, 0xE0, 0x00, 0xC0, 0x20,
    0x00, 0x00,
423 0x00, 0x00, 0x18, 0x08, 0xF8, 0x08, 0x08, 0x00, 0x00, 0x00, 0x00, 0xE0, 0x20, 0x20,
    0x00, 0x00,
424 0x00, 0x00, 0x40, 0x60, 0xA0, 0xE0, 0x00, 0x00, 0x00, 0x00, 0xC0, 0x20, 0x20, 0x60,
    0x00, 0x00,
425 0x00, 0xF8, 0x80, 0xC0, 0x20, 0x00, 0x00, 0x00, 0x00, 0xE0, 0x18, 0x08, 0x08, 0x98,
    0x00, 0x00,
426 0x00, 0x00, 0xF8, 0x48, 0x48, 0x38, 0x00, 0x00, 0x00, 0x00, 0x00, 0x30, 0x68, 0x48,
    0x98, 0x00,
427 0xF0, 0x1E, 0x03, 0xF0, 0x0C, 0x03, 0x81, 0x00, 0x00, 0x00, 0x00, 0x00, 0x80, 0xC0,
    0x60, 0xB0,
428 0x10, 0x18, 0x08, 0xC4, 0x64, 0x1E, 0x07, 0x03, 0x00, 0x81, 0x03, 0x0C, 0xF0, 0x03,
    0x1E, 0xF0,
429 0x00, 0x00, 0x00, 0x00, 0x00, 0x03, 0x02, 0x00, 0x00, 0x00, 0x00, 0x00, 0x03, 0x02,
    0x00, 0x00,
430 0x00, 0x00, 0x03, 0x02, 0x00, 0x03, 0x02, 0x00, 0x00, 0x08, 0x08, 0x07, 0x00, 0x00,
    0x00, 0x00,
431 0x00, 0x00, 0x00, 0x00, 0x03, 0x02, 0x00, 0x00, 0x00, 0x00, 0x00, 0x03, 0x02, 0x00,
    0x00, 0x00,
432 0x00, 0x00, 0x03, 0x02, 0x02, 0x03, 0x02, 0x00, 0x00, 0x00, 0x01, 0x02, 0x02, 0x02,
    0x00, 0x00,
433 0x00, 0x03, 0x02, 0x01, 0x02, 0x00, 0x00, 0x00, 0x00, 0x00, 0x03, 0x02, 0x02, 0x03,
    0x00, 0x00,
434 0x00, 0x00, 0x03, 0x02, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x03, 0x02, 0x02,
    0x03, 0x00,
```

```
435 0x0F, 0x78, 0xC0, 0x0F, 0x30, 0xC0, 0x81, 0x00, 0xC0, 0xE0, 0x78, 0x26, 0x23, 0x10,
    0x18, 0x08,
436 0x0D, 0x06, 0x03, 0x01, 0x00, 0x00, 0x00, 0x00, 0x00, 0x81, 0xC0, 0x30, 0x0F, 0xC0,
    0x78, 0x0F,
437 0x00, 0x00,
    0x00, 0x00,
438 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x01, 0x0F, 0x70, 0x3C, 0x03, 0x00, 0x00,
    0x00, 0x00,
439 0x00, 0x3E, 0x41, 0x41, 0x63, 0x1C, 0x00, 0x00, 0x00, 0x00, 0x40, 0x00, 0x00, 0x00,
    0x00, 0x00,
440 0x41, 0x7F, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x3E, 0x41, 0x41, 0x63, 0x1C, 0x00,
    0x00, 0x00,
441 0x00, 0x40, 0x00, 0x00, 0x00, 0x18, 0x16, 0x51, 0x7F, 0x10, 0x00, 0x00, 0x00, 0x00,
    0x00, 0x00,
442 0x00, 0x00,
    0x00, 0x00,
443 0x00, 0x00, 0x01, 0x03, 0x06, 0x08, 0x19, 0x32, 0x26, 0x64, 0x48, 0x48, 0xD0, 0x90,
    0x90, 0x92,
444 0x92, 0x90, 0x90, 0xD0, 0x48, 0x48, 0x64, 0x26, 0x32, 0x19, 0x08, 0x06, 0x03, 0x01,
    0x00, 0x00,
445 0x00, 0x00,
    0x00, 0x00,
446 0x00, 0x00,
    0x00, 0x00,
447 0x00, 0x00,
    0x00, 0x00,
448 0x00, 0x00,
    0x00, 0x00,
449 0x00, 0x00,
    0x00, 0x00,
450 0x00, 0x00,
    0x00, 0x00
451 | */
452 /* TinyTrackGPS V0.11.0 */
453 0x00, 0x00, 0x80, 0xC0, 0x60, 0x10, 0x98, 0x4C, 0x64, 0x26, 0x12, 0x12, 0x0B, 0x09,
    0x09, 0x49,
454 0x49, 0x09, 0x09, 0x0B, 0x12, 0x12, 0x26, 0x64, 0x48, 0x98, 0x10, 0x60, 0xC0, 0x00,
    0x00, 0x00,
455 0x70, 0x10, 0x10, 0xF0, 0x10, 0x10, 0x70, 0x00, 0x40, 0xD0, 0x00, 0x00, 0x00, 0x80,
    0x80, 0x80,
456 0x80, 0x80, 0x00, 0x00, 0x00, 0x80, 0x80, 0x80, 0x00, 0x00, 0x80, 0x80, 0x00, 0x00,
    0x00, 0x70,
457 0x10, 0x10, 0xF0, 0x10, 0x10, 0x70, 0x00, 0x00, 0x80, 0x80, 0x80, 0x80, 0x00, 0x00,
    0x00, 0x80,
458 0x80, 0x80, 0x80, 0x00, 0x00, 0x00, 0x00, 0x00, 0x80, 0x80, 0x80, 0x00, 0x00, 0x10,
    0xF0, 0x00,
459 0x00, 0x80, 0x80, 0x00, 0x00, 0x00, 0xC0, 0x20, 0x10, 0x10, 0x10, 0x50, 0x60, 0x00,
    0x00, 0x10,
460 0x10, 0xF0, 0x10, 0x10, 0x30, 0xE0, 0x00, 0x00, 0x00, 0xE0, 0x10, 0x10, 0x10, 0x70,
    0x00, 0x00,
461 0xF0, 0x1E, 0x03, 0xF0, 0x0C, 0x03, 0x81, 0x00, 0x00, 0x00, 0x00, 0x00, 0x80, 0xC0,
    0x60, 0xB0,
462 0x10, 0x18, 0x08, 0xC4, 0x64, 0x1E, 0x07, 0x03, 0x00, 0x81, 0x03, 0x0C, 0xF0, 0x03,
    0x1E, 0xF0,
463 0x00, 0x00, 0x20, 0x3F, 0x20, 0x00, 0x00, 0x00, 0x20, 0x3F, 0x20, 0x00, 0x00, 0x20,
    0x3F, 0x20,
464 0x00, 0x20, 0x3F, 0x20, 0x00, 0x00, 0x81, 0x07, 0xF8, 0x1C, 0x03, 0x00, 0x00, 0x00,
    0x00, 0x00,
465 0x00, 0x20, 0x3F, 0x20, 0x00, 0x00, 0x00, 0x00, 0x20, 0x3F, 0x20, 0x01, 0x01, 0x00,
```

0x00, 0x3B,

```
466 0x24, 0x24, 0x14, 0x3F, 0x20, 0x00, 0x00, 0x1F, 0x20, 0x20, 0x21, 0x01, 0x00, 0x20,
    0x3F, 0x26,
467 0x0F, 0x31, 0x20, 0x20, 0x00, 0x00, 0x0F, 0x10, 0x20, 0x20, 0x22, 0x22, 0x1E, 0x00,
    0x00, 0x20,
468 0x20, 0x3F, 0x22, 0x02, 0x03, 0x00, 0x00, 0x00, 0x00, 0x18, 0x21, 0x21, 0x22, 0x36,
    0x1C, 0x00,
469 0x0F, 0x78, 0xC0, 0x0F, 0x30, 0xC0, 0x81, 0x00, 0xC0, 0xE0, 0x78, 0x26, 0x23, 0x10,
    0x18, 0x08,
470 0x0D, 0x06, 0x03, 0x01, 0x00, 0x00, 0x00, 0x00, 0x00, 0x81, 0xC0, 0x30, 0x0F, 0xC0,
    0x78, 0x0F,
471 0x00, 0x00,
    0x00, 0x00,
472 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x01, 0x01, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
    0x00, 0xC0,
473 0x40, 0x00, 0x00, 0xC0, 0x00, 0x00, 0x00, 0x80, 0x40, 0x40, 0x40, 0x80, 0x00, 0x00,
    0x00, 0x00,
474 0x00, 0x00, 0x40, 0xC0, 0x00, 0x00, 0x00, 0x00, 0x00, 0x40, 0xC0, 0x00, 0x00, 0x00,
    0x00, 0x00,
475 0x00, 0x00, 0x80, 0x40, 0x40, 0x40, 0x80, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
    0x00, 0x00,
476 0x00, 0x00,
    0x00, 0x00,
477 0x00, 0x00, 0x01, 0x03, 0x06, 0x08, 0x19, 0x32, 0x26, 0x64, 0x48, 0x48, 0xD0, 0x90,
    0x90, 0x92,
478 0x92, 0x90, 0x90, 0xD0, 0x48, 0x48, 0x64, 0x26, 0x32, 0x19, 0x08, 0x06, 0x03, 0x01,
    0x00, 0x00,
479 0x00, 0x00,
    0x00, 0x00,
480 0x00, 0x00,
    0x00, 0x00,
481 0x07, 0x18, 0x07, 0x00, 0x00, 0x00, 0x00, 0x0F, 0x10, 0x10, 0x10, 0x0F, 0x00, 0x00,
    0x10, 0x00,
482 0x00, 0x00, 0x10, 0x1F, 0x10, 0x00, 0x00, 0x00, 0x00, 0x10, 0x1F, 0x10, 0x00, 0x00,
    0x00, 0x10,
483 0x00, 0x00, 0x0F, 0x10, 0x10, 0x10, 0x0F, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
    0x00, 0x00,
484 0x00, 0x00,
    0x00, 0x00
485
486|};
487
488 #endif
```